Character movement	*Player movement*	• ~~Move freely in horizontal plane~~ • ~~Move up/down on stairs or slopes~~ • ~~Run while holding "Cancel"[1]~~ • (After obtaining Dynaboard) Ride Dynaboard while holding "Cancel" • Traverse water/obstacles while on Dynaboard
	Teammate movement	• Teammates follow player (classic RPG-style)
	NPC movement	• *NPCs programmable with basic behavior (walking on path or changing direction it is facing)
Room saving/ loading	*Doors*	• ~~Switch rooms and set new position when player enters door~~ • ~~Transition when player enters doors~~ • ~~Show pop-up with name of new area when room changes~~ • ~~Change background music when room changes~~
	Storing variables	• Determine whether a door is locked or unlocked and load room accordingly • Determine which NPCs should be present and where • Store whether an Item Crate/Litter has already been opened/picked up • Store whether an NPC has already been spoken to • Store whether a challenger NPC has already been defeated in battle

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[1] Needed inputs are: (A) Submit, (B) Cancel/Back, (C) Option, (D) Pause ("Start"), and (E) up/down/left/right movement.

Saving game	*Storing variables*	To save: • Player's name/Student ID number (the latter is generated on creation of new save file) • Player's current Bot Blueprint, Software load, Hardware load, and chosen Ability • Player's current teammates, if any • All teammates' current Blueprint/Software/Hardware/chosen Ability • Status of player's (and current teammates') Bots • Player's Item inventory • Player's Blueprint inventory • Player's Software inventory • Quest statuses • Room variables (from above) • Whether an NPC has already been met and added as a Connection • Dorm room layout and clothing*[2]
Interacting with world	*Receiving Items*	• Pick up Litter • Receive an Item (or Blueprint of Software) from an Item Crate • Receive an Item (or Blueprint of Software) from dialog with an NPC • Receive an Item (or Blueprint of Software) in a cutscene
	Elevators/ Classes	• Choose a room/floor/class when player collides with special door • Transition *a la* door transitions above
	Lighting	• Day/night cycle • +Lighting effects (*e.g.*, lights that turn on when it's dark out, lights that are always on, etc.)

	Using Uplink Glove	• Open mini-Uplink Glove menu while holding "Option"
		• (While menu is open) Switch between Software registered to the Uplink Glove
		• *Press "Option" to use currently registered Software
		• *Overworld effects for following Software:
		  • *Target Scan: Scan current field of view for secrets in the overworld
		  • *Glow: Light up character to navigate dark areas like caves/sewers

[2] Much later additions

		• *Slash Attack: Cut through certain obstacles in the overworld • *Item Toss: Pull/push certain objects in the overworld³ • *Piercing Strike: Punch through certain semi-broken walls in overworld⁴ • *Voltage: Use electricity to power up switches in overworld⁵ • *Safety Foam: Spray foam to extinguish fires • *Warp: Warp to nearest Vacuum Tube station
NPC interactions	*Dialog*	• +Camera pulls in when dialog begins • Read a sign • Talk to an NPC (incl. player input and branching dialog) • Talk to an NPC behind a counter • Register NPC as a new Connection • Trigger quests • Talk to Gearheads to repair your Bot/teams' Bots • Buy Items from a Shopkeeper • *Buy Items that can sell out • Sell Items to a Shopkeeper • Recycle certain Items for better ones at a Recyclobot • Choose and move to destination when talking to a Vacuum Tube Clerk • Change teammates in the Student Union (incl. adding, dropping, and swapping) • Show message when trying to add team member when team is already full
OmniPhone Menu (pause menu)	*Basic info*	• ~~Open/close with "Pause"~~ • Track and show current Rank and Rank experience • Track and show current money ("Cybers") and credits • Show day/time and current term • ~~Choose which App to open with movement and "Submit"~~ • +Camera pulls in on player while OmniPhone menu is open
	Minimap	• *(If player has obtained the Map App and is outdoors) Minimap HUD in top right(?)

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³ May change
⁴ May change
⁵ May change

		• *(Using Planner App) Pin current quest location marker and directional arrow
	Planner	• Track and show statuses of quests • ~~Scroll through quests~~ • ~~Switch between viewing Requirements and Electives~~ • Pop-up/notification when player gets a new quest • Pop-up/notification when player gets a quest update • Pop-up/notification and receive credits when player completes a quest • *Stacking notifications when multiple quest updates are obtained at once • *Obtain Independent Study quests in Advising Office
	Botlink	• ~~Choose whether to view Bots, Blueprints, or Software~~ • (If player has teammates) Choose which teammate's Bot to view • (If Bot has more than one form unlocked) Choose which form to view • Show Bot's stats, status, currently equipped Software, and available Abilities • (If Bot has more than one Ability unlocked) Switch chosen Abilities • Change Bot's Software (equipping/unequipping) based on Bot's available RAM and Software compatibility • +View Bot's equipped Hardware • View/scroll through unseen, seen, and owned Blueprints • Store Blueprint experience (BPX) data • Scroll through unowned and owned Software • *Sort Software by compatibility (?) • Show details of Software (incl. compatibility with Uplink Glove and *current team's Bots)
	Backpack	• ~~Switch between pockets~~ • Show Items in inventory • ~~Navigate around Items in a given pocket (up/down/left/right)~~ • Show Item details (incl. number in inventory) • +Use Items in the overworld (for only a subset of Items) • *Open Medal Case to view Medals and switch out current Medal
	Map	• (Viewable only if player has obtained the specific App) • View Map with Vacuum Tube stops

		• Flag stops where:
		  • Player currently is
		  • *Current quest is directing the player
		• View details about each location
		• *(If player has obtained the OmniRide upgrade) Call what is essentially a taxi that will take the player from current location to the area's Vacuum Tube station

	Socialyte	• (Viewable only if player has obtained the specific App) • Track and display Connections (i.e., named NPCs who you've encountered so far) • Scroll through Connections • Display info about each Connection • Display Connection's current location based on factors such as quest progress and the current term • Display player's current location and stats (number of Blueprints collected, etc) • Specially identify the Connection profile(s) of your current teammates • Notification for newly met Connections • Switch between viewing Connections and viewing Feed • *Scroll down Feed • *Populate Feed with posts based on factors such as Connections made, quest progress, term, etc., with some randomness built in
	Cybercast	• (Viewable only if player has obtained the specific App) • *Scroll left to right between available channels • *Channels/episodes that unlock over time • *(With Cyberstream) Choose a song that the player has already heard to play as ongoing background music • *(With other channels) Basically show a brief cutscene. To be worked out more.
	Settings	• (For PC build) Switch between window and fullscreen • Change text speed • Change volume for music and sfx • *Rebind controls
	Save	• See "**Saving Game**" above.
Battles	*Rogue Battles*	• Spawn Rogues (i.e., random encounters in overworld)

		• Determine participants in the battle that a given Rogue triggers • Rogue idle movement • *Rogues chase player when in range
	NPC battles	• Collide with enemy "radar" to trigger a battle • *Intro dialog when battle starts (?) • Talk to start a battle for special (quest-based) battles
	Battle start	• Transition
	Start of turn	• +Certain attack/Ability effects pop up
	Your turn	• Choose Software • Choose target for Software • Choose Battle Item • Choose target for Battle Item • View Bot status • (If player has a team) Move to next Bot on team
	Opponent's turn	• Choose Software/Item and target based on *AI model (in process; for now, can be random)
	Move order	• Order moves based on priority level and, within priority level, Bot speed • Carry out move effects in order (e.g., check for Shock, consume Energy, check accuracy, check for critical hit, check for added effects, implement stat effects, implement *conditions)
	End of Turn	• Certain attack/Ability effects pop up • *Inflict damage from Rust as applicable
	Victory	• Determine battle rewards • Determine Rank and Blueprint exp • Show battle rewards and Blueprint exp on screen • *Animated* increase in Rank experience
	Loss	• Show "Defeat…" message • (If at the Global Combotics Academy) Return to dorm room fully healed • (If anywhere else) Return to location's Vacuum Tube Station *with cutscene/dialog from OmniFix • *Charge fee for OmniFix (based on player's current money)

Arena Battles	*Settings*	• +Choose settings for on-demand battles in Arenas • +Track Arena stats (win-loss record, most-used teammate(s), etc.)
	Battle Points	• Obtain Battle Points after winning • Use Battle Points to shop with Arena Shopkeepers
Opening	*Opening scene*	• Opening sequence, transitions, etc.
	Main menu	• Choose whether to load game or start a new game • Warning message if player tries to start a new game when an old file already exists • *Change settings from main menu (?)
Engineering Building activities	*Changing Blueprint*	• +Change Blueprint for your Bot/teammates' Bots
	Changing Hardware	• *Change Hardware for your Bot/teammates' Bots • Limits on location where Hardware can be attached and total weight of Hardware attached
	Fabrication	• *Craft Items and Hardware out of "Parts" Items
Cutscenes	*Action*	• Trigger and exit cutscenes • NPC movement • Dialog pops up/advance dialog
	Character creation	• +Switch between starting designs for "Student ID" • Enter name in opening cutscene
	Entrance Exam	• Answer questions • Determine opening Bot/Solex based on answers
Decorating dorm room	*Music*	• Change background music
	Wallpaper	• Change wallpaper
	Bedding	• Change bedding
	Rug	• Change rug
	Decor	• +Place/store/move Décor objects
	Lights	• Turn lights on and off
Changing Style[6]	*Hairstyle*	• *Change hairstyle/color at Hairmetic
	Clothing	• *Change clothing at a dressing mirror

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[6] Not certain this will make the final cut. If it does, will be one of the last features implemented.

Roboletics mini-games	*???*	• *MUCH later addition. To be planned.
Post-game mini-games at Proton Park	*???*	• *MUCH later addition. To be planned.
Networking[7]	***Online friends***	• *Add friends' dorm rooms to Stasis Hall using Student ID number • *Add friends' Socialyte profile as a Connection using Student ID number
	Online battles	• *(At Arenas) Join live battles against friends • *(At Arenas) Join battles against NPCs using friends' loadouts • *(At Arenas) Randomly matched online battles(?)

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[7] Frankly, I don't know what this would require and I would probably need outside development funding to implement it.